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Technology in the Classroom The Gateway to Success

By: Jennifer Bray, Kathryn Schrak, and Cameron Spence

Computer Games as a Learning Resource

Cameron



Computer games, and games in general, offer so much to the children and to the classroom. With that being said, there are positives and negatives to both options.

Positives

- ▶ Games offer alluring characters and stories
- ▶ Games are easily accessible
- ▶ Games Offer visual feedback (Maloy, 2014)

Negatives

- ▶ Games can override learning
- ▶ Games can discourage non-competitive students
- ▶ Possible brain development issues (Maloy, 2014)

Types of Problem-Solving and Inquiry Learning Software

Jennifer



Digital Writing

- Programs such as word and excel are used in order to provide a platform for student creativity
- Facebook, Twitter, and other social media outlets are used by people to write their thoughts and opinions in a digital format

Building Software

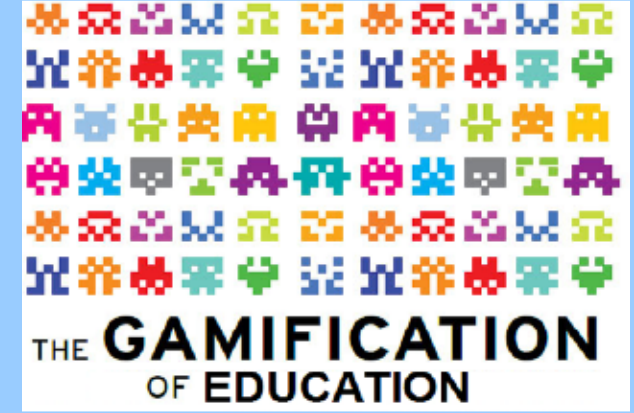
- provides opened ended exploration
- multiple answer programs most successful

Popular Software Programs

- Google Earth
- Kid Pix
- Squeak Toys and Etoys

Digital Games for Learning

Kathryn



A survey conducted by the Joan Ganz Cooney Center concluded that 78 percent of teachers reported using digital games in the classroom. (Maloy, 2014)

Strategies for Using Games with Students:

- Minimize the use of games that teach isolated skills
- Scrutinize games that function solely on points won or lost
- Discuss games and their content
- Play games together

We as teachers, use digital games in the classroom in order to engage students. Therefore, we need to carefully select games that fit the needs of our students.